



CHARACTER SHEET

Name Bill Walker
Ht Wt
Appearance

Player Bob
Size Modifier 0 Age 33

Point Total 275
Unspent Points 0

| | | | | | | |
|-----------|----|--------|-------------|----|---------|--------|
| ST | 11 | [10] | HP | 11 | CURRENT | [0] |
| DX | 12 | [40] | Will | 13 | | [15] |
| IQ | 13 | [60] | Per | 12 | | [10] |
| HT | 12 | [20] | FP | 12 | CURRENT | [0] |

| Languages | Spoken | Written | |
|---------------------------|------------|------------|-------|
| English (Native Language) | (Native) | (Native) | [0] |
| Italian/Rumanian | (Accented) | (Accented) | [4] |

| | | |
|----|---|-------|
| DR | TL: 8 | [0] |
| 0 | Cultural Familiarities Western (Native) | [0] |

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 6 [0] BASIC MOVE 6 [0]

| | |
|--------------|--|
| PARRY | Reaction Modifiers |
| 11 | Appearance: Status: +0 Other: +0 |
| Brawling | Conditional: -1 from 'Odious Personal Habit (Frequent puns)' when people notice your problem, -2 from 'Social Stigma (Lunatic/Criminal)' |
| BLOCK | |
| 0 | |

| ENCUMBRANCE | MOVE | DODGE |
|----------------------------------|--------------------|--------------------|
| None (0) = BL 24 | BM x 1 6 | Dodge 10 |
| Light (1) = 2 x BL 48 | BM x 0.8 4 | Dodge - 1 9 |
| Medium (2) = 3 x BL 72 | BM x 0.6 3 | Dodge - 2 8 |
| Heavy (3) = 6 x BL 144 | BM x 0.4 2 | Dodge - 3 7 |
| X-Heavy (4) = 10 x BL 240 | BM x 0.2 1 | Dodge - 4 6 |

| Name | Level | Relative Level | |
|---|-------|----------------|-------|
| Area Knowledge (Earth) | 14 | IQ+1 | [2] |
| Area Knowledge (Southern England) | 13 | IQ+0 | [1] |
| Brawling | 14 | DX+2 | [4] |
| Parry: 11 | | | |
| Broadsword | 13 | DX+1 | [4] |
| Parry: 10 | | | |
| Climbing | 11 | DX-1 | [1] |
| Crossbow | 14 | DX+2 | [4] |
| Driving/TL8 (Automobile) | 12 | DX+0 | [2] |
| Escape | 10 | DX-2 | [1] |
| Fast-Talk | 13 | IQ+0 | [2] |
| First Aid/TL8 (Human) | 13 | IQ+0 | [1] |
| Forced Entry | 14 | DX+2 | [4] |
| Gambling | 12 | IQ-1 | [1] |
| Conditional: +1 from 'EP: Card Sharp' when playing card games | | | |
| Guns/TL8 (Pistol) | 13 | DX+1 | [2] |
| Hidden Lore (Wamphyri) | 13 | IQ+0 | [2] |
| Intimidation | 13 | Will+0 | [2] |
| Knife | 14 | DX+2 | [4] |
| Parry: 10 | | | |
| Liquid Projector/TL8 (Flamethrower) | 14 | DX+2 | [4] |
| Mental Strength | 15 | Will+2 | [4] |
| Mind Block | 13 | Will+0 | [2] |
| Observation | 12 | Per+0 | [2] |
| Occultism | 12 | IQ-1 | [1] |
| Psychic Hunches | 14 | IQ+1 | [4] |
| Includes: +1 from 'ESP Talent' | | | |
| Research/TL8 | 13 | IQ+0 | [2] |
| Retrocognition | 14 | IQ+1 | [4] |
| Includes: +1 from 'ESP Talent' | | | |
| Scrounging | 14 | Per+2 | [4] |
| Stealth | 12 | DX+0 | [2] |
| Streetwise | 14 | IQ+1 | [4] |
| Urban Survival | 13 | Per+1 | [4] |

| ADVANTAGES AND PERKS | |
|--|---------|
| Administrative Rank 0 | [0] |
| Combat Reflexes | [15] |
| EP: Psychic Hunches 2 | [29] |
| EP: Retrocognition 3 | [30] |
| EP: Retrocognitive Flashbacks | [6] |
| EP: Visions (Full) | [18] |
| ESP Talent 1 | [5] |
| Patrons (E-Branch) (9 or less) | [10] |
| Security Clearance (Limited MI-6) ("Need to know" access to a narrow range of secrets) | [5] |
| EP: Card Sharp | [1] |
| EP: Exposition Sense | [1] |
| EP: Know-It-All | [1] |
| DISADVANTAGES AND QUIRKS | |
| Curious (12 or less) | [-5] |
| Duty (E-Branch) (15 or less (almost always)) (Extremely Hazardous) | [-20] |
| Greed (12 or less) | [-15] |
| Odious Personal Habit (Frequent puns) -1 | [-5] |
| Secret (Psi) (Utter Rejection) | [-10] |
| Social Stigma (Lunatic/Criminal) -2 | [-10] |
| Weirdness Magnet | [-15] |
| Missing two quirks (Raise Wamphyri Lore once quirks are established) | [0] |

SKILLS (continued)

| Name | Level | Relative Level |
|---|--------------|-----------------------|
| Visions | 12 | IQ-1 [1] |
| Includes: +1 from 'ESP Talent' | | |
| Techniques | | |
| Distant Use (Retrocognition) | 10 | [0] |
| Event Search (Retrocognition) | 9 | [0] |
| Shared Hunches (Psychic Hunches) | 9 | [0] |
| ~NOTE: CP may be spent for 0 a coincidence (1-3 pts depending on how major) or to retroactively alter a roll (Crit Fail to Failure = 2 pts; Failure to Success = 1 pt; Success to Crit Success = 2 pts) | | [0] |